

of the symbol **41** and the number of the particular CD corresponding to the icon (step **S4**). In the case, the main CPU **20** blinks the icon of the symbol **41** and notifies the user that the corresponding particular CD is selected (step **S5**).

[0034] Then, as shown in **FIG. 3c**, when the user drags (moves) in a direction of an arrow of the drawing with the icon of the symbol **41** touched with the finger **5** as a predetermined movement operation, the main CPU **20** moves a display position of the icon of the symbol **41** in response to the movement operation (step **S6** to step **S8**). In the case, an icon whose contrast is weakened (the degree of display is decreased) may be displayed in the original display position of the icon of the symbol **41**.

[0035] As shown in **FIG. 3d**, when the user moves the finger **5** in a touch state to an icon of the symbol **42** and stops the drag, a display position of the icon of the symbol **41** overlaps with a display position of the icon of the symbol **42**. When the main CPU **20** detects a stop of the drag (step **S9**) and further detects that the stop position is located on the symbol **42** (step **S10**), as shown in **FIG. 3e**, the main CPU **20** blinks the icon of the symbol **42** and notifies the user that the details of the control of the icon of the symbol **42** are executed (step **S11**). Then, the main CPU **20** loads the selected particular CD (step **S12**) and executes repeat reproduction of the CD (step **S13**).

[0036] In the embodiment, the CPU **20** executes the details of the control (repeat reproduction) when the CPU **20** detects that the display position of the first symbol (icon of the symbol **41**) overlaps the display position of the second symbol (icon of the symbol **42**) at a time the movement operation has stopped (i.e. when the CPU **20** detects a stop of the drag operation). However, the CPU **20** may be configured to execute the details of the control when the CPU **20** detects a drop operation in which the finger has moved away from the touch sensor **4a** in a condition where the display position of the first symbol overlaps the display position of the second symbol.

[0037] **FIGS. 5a** through **5e** are diagrams showing an operating procedure of the case of controlling the CD changer device **13** in a second embodiment. Incidentally, control processing performed by the main CPU **20** in the second embodiment is nearly equal to control processing of the first embodiment shown in **FIG. 4**, so that a flowchart is omitted.

[0038] As shown in **FIG. 5a**, a symbol **43** (corresponding to a first symbol) and a symbol **42** (corresponding to a second symbol) are displayed on a screen of the display touch sensor **4**. The symbol **43** is plural icons showing plural CDs (six in the case) which are control objects. Also, the symbol **42** is an icon showing repeat reproduction which is details of the control in a manner similar to the first embodiment.

[0039] As shown in **FIG. 5b**, when a user touches one icon (icon of the second CD in the case) of the symbol **43** with a finger **5** for a predetermined time (for example, two or three seconds) or longer as a predetermined instruction operation, the main CPU **20** detects the instruction operation through the touch sensor **4a** and the interface circuit **30**, and selects the icon of the symbol **43** and the number of the particular CD corresponding to the icon. In the case, the main CPU **20** blinks the corresponding icon of the symbol **43** and notifies the user that the corresponding particular CD is selected.

[0040] Then, as shown in **FIG. 5c**, when the user drags (moves) in a direction of an arrow of the drawing with the selected icon touched with the finger **5** as a predetermined movement operation, the main CPU **20** moves a display position of the icon in response to the movement operation. In the case, an icon whose contrast is weakened may be displayed in the original display position of the icon.

[0041] As shown in **FIG. 5d**, when the user moves the finger **5** in a touch state to an icon of the symbol **42** and stops the drag, a display position of the selected icon of the symbol **43** overlaps with a display position of the icon of the symbol **42**. When the main CPU **20** detects a stop of the drag and further detects that the stop position is located on the symbol **42**, as shown in **FIG. 5e**, the main CPU **20** blinks the selected icon of the symbol **43** and selects a CD of the icon and notifies the user that the details of the control of the symbol **42** are executed. Then, the main CPU **20** loads the selected particular CD and executes repeat reproduction.

[0042] **FIGS. 6a** through **6e** are diagrams showing an operating procedure of the case of controlling the radio **11**, the CD player device **12** and the CD changer device **13** in a third embodiment. Incidentally, control processing performed by the main CPU **20** in the third embodiment is nearly equal to control processing of the first embodiment shown in **FIG. 4**, so that a flowchart is omitted.

[0043] As shown in **FIG. 6a**, a symbol **44** (corresponding to a first symbol) and a symbol **45** (corresponding to a second symbol) are displayed on a screen of the display touch sensor **4**. The symbol **44** is plural icons **44a**, **44b**, **44c** showing plural devices (three in the case) which are control objects. Also, the symbol **45** is an icon showing channels which are details of the control.

[0044] The details of the control of channels have meaning different depending on the control objects. When the control object is the radio **11**, the number of the channel is used for selection of a broadcast station. When the control object is the CD player device **12**, the number of the channel is used for selection of music. When the control object is the CD changer device **13** (also as in the MD changer device **14**), the number of the channel is used for selection of a disk (CD or MD).

[0045] As shown in **FIG. 6b**, when a user touches one icon (icon **44a** of the radio in the case) of the symbol **44** with a finger **5** for a predetermined time (for example, two or three seconds) or longer as a predetermined instruction operation, the main CPU **20** detects the instruction operation through the touch sensor **4a** and the interface circuit **30**, and selects the icon **44a** and the radio **11** corresponding to the icon **44a**. In the case, the main CPU **20** blinks the corresponding icon **44a** of the symbol **44** and notifies the user that the device corresponding to the touch of the finger is selected.

[0046] Then, as shown in **FIG. 6c**, when the user drags (moves) in a direction of an arrow of the drawing with the selected icon touched with the finger **5** as a predetermined movement operation, the main CPU **20** moves a display position of the icon in response to the movement operation. In the case, an icon whose contrast is weakened may be displayed in the original display position of the icon.

[0047] As shown in **FIG. 6d**, when the user moves the finger **5** in a touch state to an icon of the symbol **45** and stops the drag, a display position of the selected icon **44a** overlaps